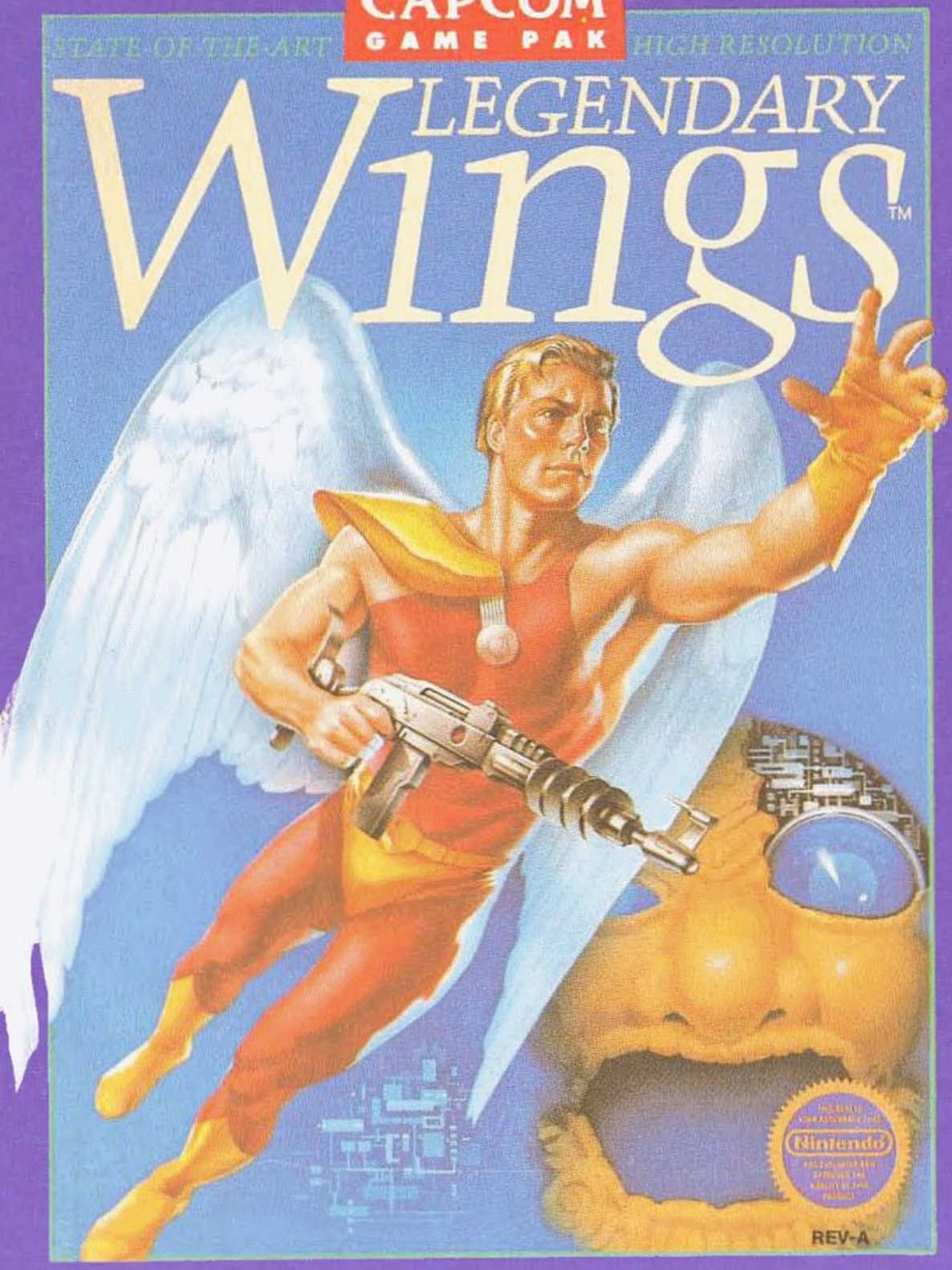
NES—LE—USA

CAPCOM®
GAME PAK

STATE OF THE ART HIGH RESOLUTION

LEGENDARY Wings™



INSTRUCTION MANUAL

Licensed by Nintendo® for Play on the

Nintendo
ENTERTAINMENT SYSTEM®

A Special Message From Captain Commando!

Thank you for selecting fun-filled **Legendary Wings™ . . .** one of the exclusive Nintendo Entertainment System video games from the **Captain Commando "Challenge Series".**

Legendary Wings™, created by CAPCOM©...premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

This high quality game pak is

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Nintendo
ENTERTAINMENT
SYSTEM®

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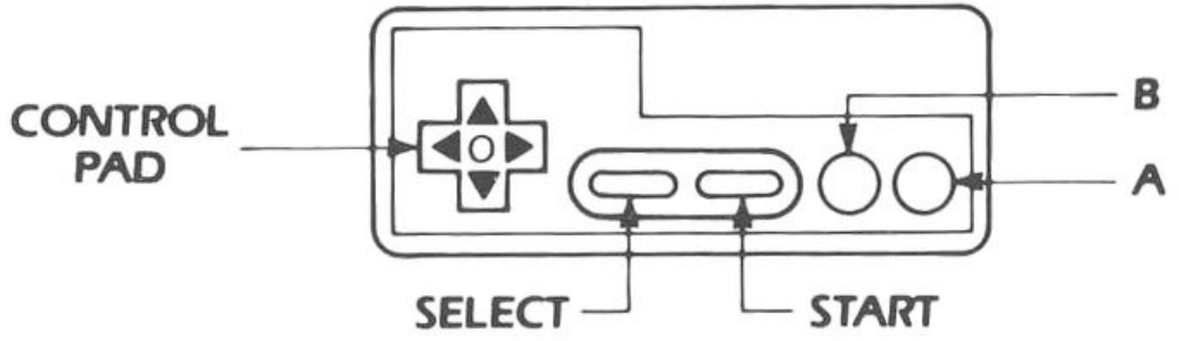
SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

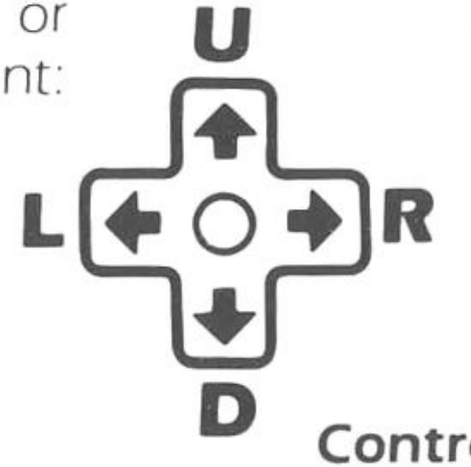
1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad

Each tip imprinted with letter to show direction or movement:



◄ moves **Legendary Soldier** left.

► moves **Legendary Soldier** right.

▲ moves **Legendary Soldier** forward.

▼ moves **Legendary Soldier** backwards.

Controller #1 — Player #1

Controller #2 — Player #2 Simultaneous

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Button "A" can shoot Missiles in vertical stages only

Button "B" can shoot Guns in vertical and horizontal stages

"**Start Button**" to start game, also to pause game

"**Select Button**" Selects 1 or 2 player game or continue

LEGENDARY WINGS STORY

"Ares", God of War, gave two young men courage and wings of love to save the world from extinction.

"Ares" entrusted them with the survival and the future of the human race. Time is of essence. Take wings, Legendary Wings.

HINTS ON GAME PLAY

POWER UP

1. **NORMAL SHOTS:** Shots you get at start of game

2. **TWIN LASER:** If you pick up a power up item, you'll get a twin laser. It's very effective against multiple enemies. Does twice the damage of normal shots.

3. **PENETRATION:** If you pick up 2 items consecutively you'll get a penetration. It is very powerful and can penetrate enemy vehicles. Damage is 3 times of normal shots.

HINTS ON GAME PLAY

4. **FLAME SHOTS:** *If you pick up 3 items consecutively, you'll pick up a Flame Shot. This will shoot in 3 directions very effective against scattered enemies. Damage is 2 times of normal shots.*

5. **FIREBIRD:** *If you pick up 4 items consecutively at last power up, you'll obtain a Firebird which can withstand 2 direct hits from the enemy. Damage is 4 times of normal shots.*

HINTS ON GAME PLAY

DAMAGE: If you get hit at normal stage, you will lose one player. If you get hit during a power up, power level will drop, however if you are a Firebird, power will drop one level after 3 hits.

STAGES OF LEGENDARY WINGS

There are 5 stages in Legendary Wings. They consist of Vertical and Horizontal main stages. Within Vertical stages there are 2 kinds of substages.

1. **Minus Stage:** Large face with whirlpool. If you enter whirlpool of large face, you will enter the Minus stage. (Dangerous Horizontal Scroll.)

2. **Bonus Stage:** If you destroy certain structures on ground of vertical stages, whirlpool will appear. Contact with it will enable you to enter Bonus Horizontal stage.

BONUS CHARACTERS

POWER UP.

Item A

Item B

Item A appears in Vertical stage — destroy it, then Item B appears. When you obtain it, your power will be one level up.

You can also find Item B's at some Horizontal stages.

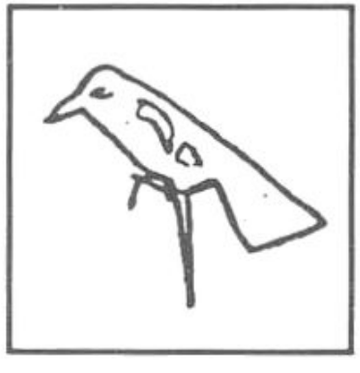
CONTINUATION

You may continue the game as many times as you obtain Hearts.
(Maximum of 9 times)

BONUS POINTS

5000 points.

1000 points.

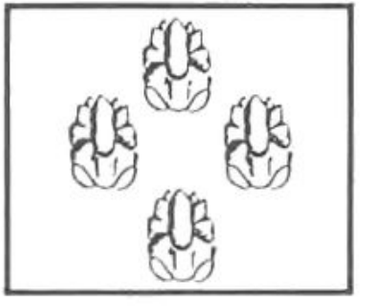


500 points.

ENEMY CHARACTERS

Dragon

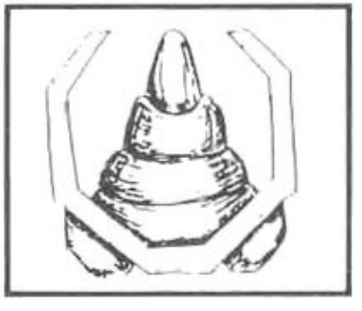
Gear



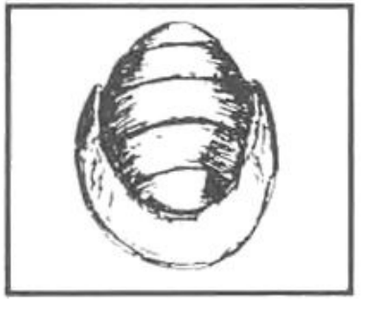
Crack

Stone

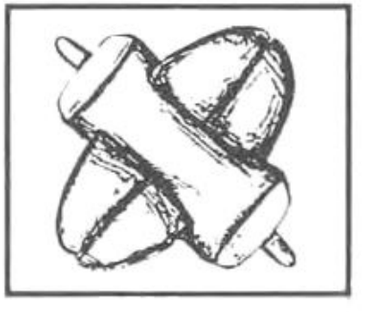
Ninja



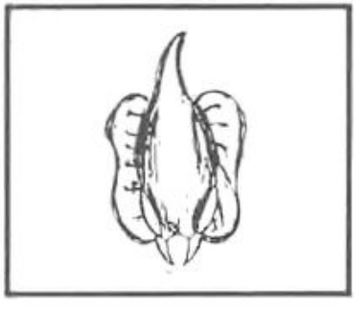
Boomeran
Cicada



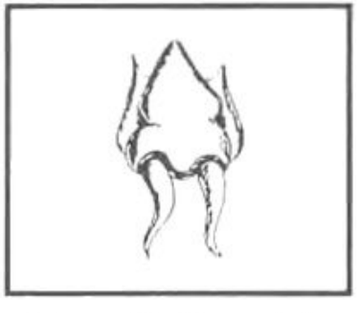
Sheller



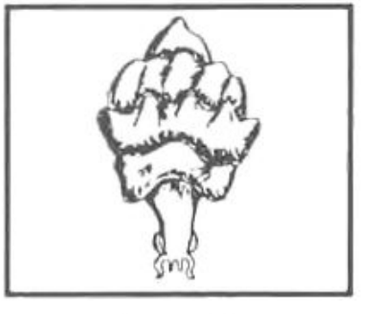
Four Wing



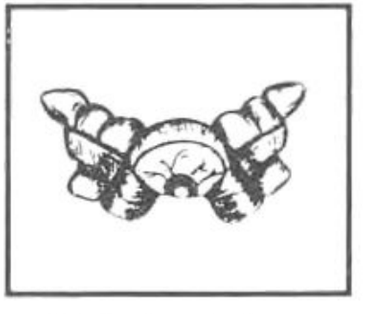
Ray



Devil Squid



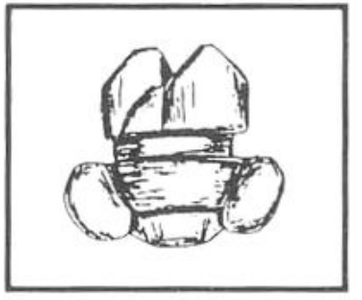
Snail



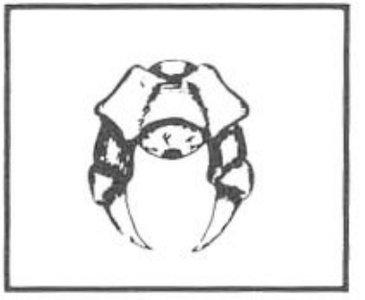
Fright Eye

ENEMY CHARACTERS

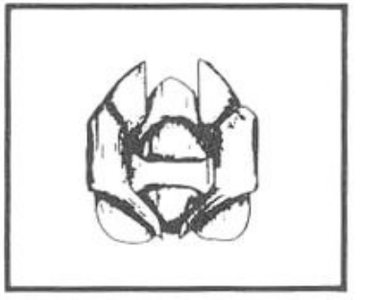
Shougun



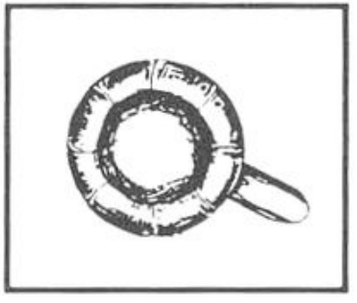
Jewel



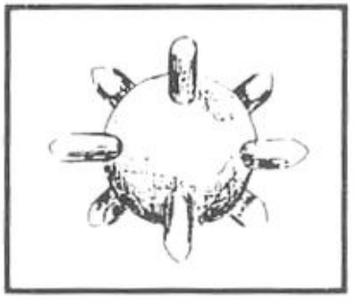
Claws



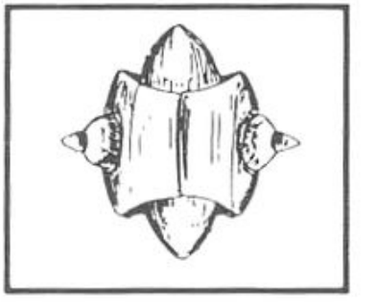
Lady Bug



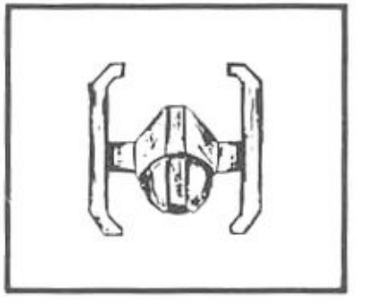
Cannon Tortoise



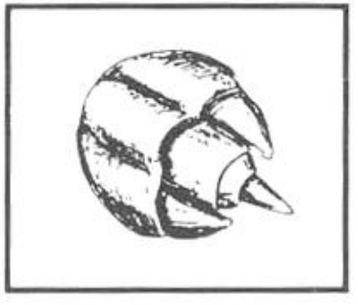
Thorn Shot



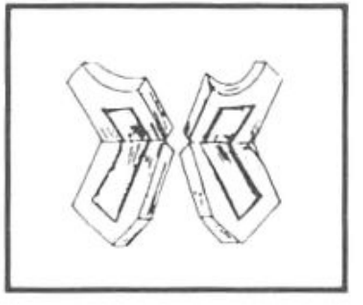
Bomber



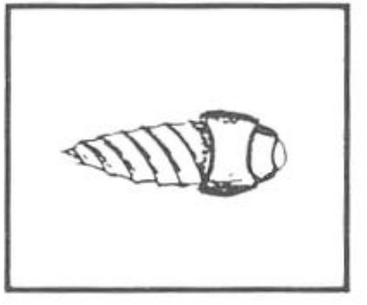
Double Wing



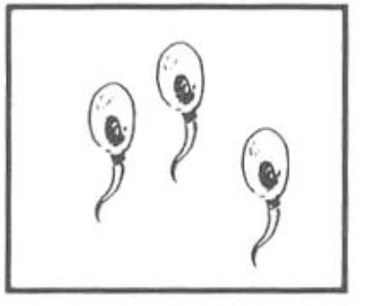
Horse Shoe Crab



Reflector

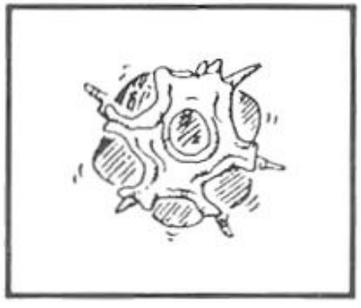


Mole

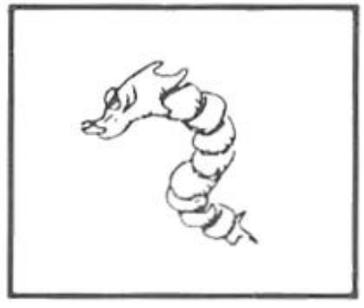


Jelly Sprout

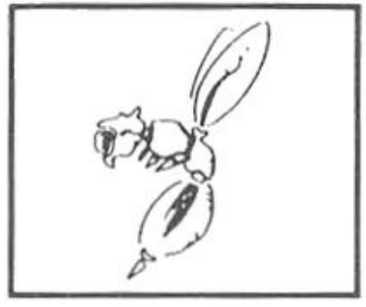
ENEMY CHARACTERS



Pluck

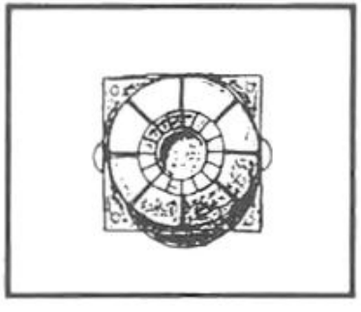


Crooke

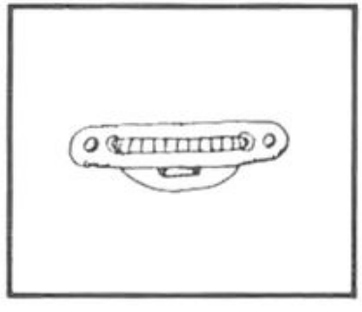


Fly Bee

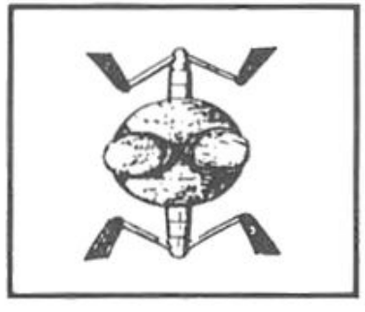
Earwig



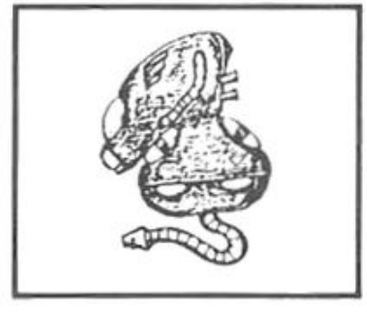
Hide Eye



Death Beam



Super Suzy



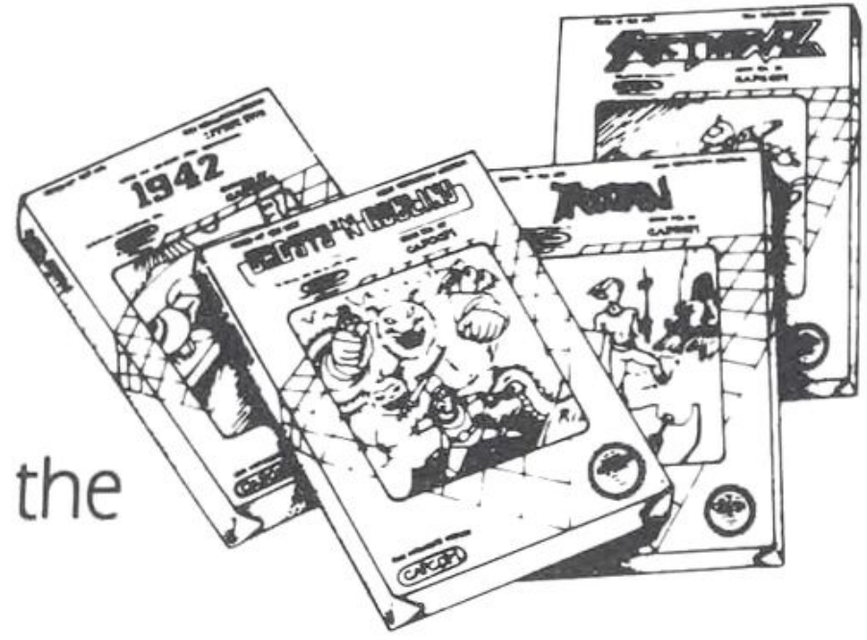
Sea Horse

HINTS/SCORING/MEMO

*Instruction Manual by Paul Biederman

*Game counsellors available 8 a.m. to 5 p.m. PST at (408) 745-7081

Look For These Popular Arcade-Proven Capcom Game Paks



Licensed for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
1283-C Mountain View/Alviso Road
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

MEMO

MEMO

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PREMIER WORLD-WIDE ARCADE GAME DESIGNER

CAPCOM™

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